

ABSTRACT

5 Players obtain computer-generated barcoded sales receipts that identify bingo
cards the player is to play during a bingo session. The receipts are sold at point-of-
sale terminals interconnected to a bingo caller terminal that acts as a file server
maintaining a database of all sold bingo cards. The server randomly generates bingo
10 numbers, verifies all cards each time a new number is called and ends the current
game when at least one winning card is detected. The bingo caller terminal computes
all prizes and maintains databases of the identification numbers of winning cards and
corresponding receipts, the prizes paid and the outstanding payout liabilities. The
15 bingo caller terminal initiates a new game upon completion of the current game.
Players check the status of their cards by scanning their receipts at self-service
terminals upon a game's completion. Players collect winnings at cashier point of sale
terminals upon submitting receipts and player-tracking cards.

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